



**WAR OF THE
SPARK**TM

PLAYER'S GUIDE



WAR OF THE SPARK

By Dave Humpherys, *War of the Spark*[™] lead designer

The elder dragon Planeswalker Nicol Bolas is making his play for ultimate control of the Multiverse. His years of planning unfold on Ravnica in an epic war of good versus evil. Bolas commands an immense undead army arriving through a portal from Amonkhet, and Planeswalkers are here in great numbers, having been either recruited by Bolas or called by a distress beacon to stop his assault. Tezzeret has brought the Immortal Sun here, which prevents planeswalking, so there will be no escape from Bolas's onslaught.

PLANESWALKERS CLASH

War of the Spark is packed with battles between the most powerful and iconic characters of *Magic™*. There are more than thirty Planeswalkers in the set! Many are familiar, but there are some new faces as well. To reflect this, in every *War of the Spark* booster pack, you'll find a planeswalker card. Planeswalkers appear at every rarity except common.

This set also explores new design space for Planeswalkers. In addition to one or more loyalty abilities, each planeswalker card features an ability that gives them additional impact on the battlefield without affecting their loyalty. The set also features *Magic's* first planeswalker cards with hybrid mana in their costs, allowing them to fit into more decks. Other cards in the set highlight these characters, showing off their signature spells.



AMASSING AN ETERNAL ARMY

Bolas's undead army, the Dreadhorde, is swarming Ravnica. It consists of elite superwarriors from Amonkhet who completed the trials and were then embalmed in a magical substance called lazotep. Even many Amonkhet gods, now in terrifying zombie form, have joined the fray. *Amass* is a new mechanic that creates and grows a Zombie Army token with $+1/+1$ counters on it. Further *amass* spells make your horde even more formidable!

A HEROIC RESISTANCE

The last time we saw the *proliferate* mechanic, it was a tool of the Phyrexians to whittle down their foes. In *War of the Spark*, it returns as a means of resistance against the forces of Bolas. Proliferate is an exciting way to build a planeswalker's loyalty and a tantalizing way to reach their ultimate abilities quickly. There are also plenty of $+1/+1$ counters on the side of good to build up their side of the board to resist Bolas's growing forces. As the Planeswalkers realize they are Bolas's true target, will they and the Ravnicans be able to thwart his endgame?



TOP TEN COOLEST CARDS

BY ANDREW BROWN, MAGIC™ DESIGNER

1. NICOL BOLAS, DRAGON-GOD

The endgame begins! The more planeswalkers there are on the battlefield, the stronger Nicol Bolas becomes. His other abilities are powerful as well, giving you extra cards, mercilessly destroying enemy forces, and eliminating unprepared opponents in one brilliant stroke.



2. SARKHAN THE MASTERLESS

Sarkhan has returned to our timeline and has shattered his ties with Nicol Bolas. His Dragon-based abilities can shape his fellow planeswalkers into a devastating draconic air force.



3. NIV-MIZZET REBORN

Struck down by Nicol Bolas, Niv-Mizzet is now reborn thanks to his long-term planning and some newfound guild unity. His reincarnation is a boon to all the guilds and can net you up to ten two-colored cards at once.



4. OB NIXILIS, THE HATE-TWISTED

Ob Nixilis has no allegiances in war-torn Ravnica. He punishes opponents for drawing cards and can force them to do so as he takes out their best creatures. You may also want to turn him against your own creatures that have outlived their usefulness and draw cards for yourself.



5. NEOFORM

The Simic Combine is always looking to produce bigger and better creatures. Neoform lets you trade up: sacrifice a creature and not only will you get a replacement that costs one more, but it will come with a stat boost in the form of a +1/+1 counter.





6. UGIN, THE INEFFABLE

Nicol Bolas's eternal enemy Ugin comes to the aid of the Gatewatch. His powerful colorless magic can manifest Spirits and exile threatening enemies. And if you're playing a colorless deck, Ugin's greatest strength quickly becomes clear—all your spells cost 2 less!

7. GOD-ETERNAL OKETRA

No longer true to the people of Amonkhet, this former god of solidarity can bring forth an endless stream of Zombie Warriors. She also threatens to come back repeatedly, even if your opponents can deal with her.



8. JACE, WIELDER OF MYSTERIES

After countless defeats at the hands of Nicol Bolas, Jace has rethought his strategy. Jace, Wielder of Mysteries is powerful at any stage of the game and can quickly turn a defeat via library depletion into a stunning victory.

9. FINALE OF DEVASTATION

The "Finales" are a five-card cycle of massive X-spells. The green entry in the group puts a powerful threat onto the battlefield, and if X is 10 or more, your creatures become beyond immense, unleashing disaster in all directions. The finale of the game won't be far behind.



10. WIDESPREAD BRUTALITY

The *amass* mechanic builds a Zombie Army—a single creature that gets bigger and bigger as more lazotep-coated Eternals join the horde. Widespread Brutality adds to your Zombie Army and helps ensure that it is the last creature standing.



BATTLE FOR THE FATE OF THE MULTIVERSE

THE MASTERMIND: NICOL BOLAS

Ages before remembered history, Nicol Bolas established empires across multiple planes, hoarded secrets and treasures beyond number, and vanquished potential rivals. Truly, he wielded the power of a god—not a petty local god, but an immortal being of near-limitless magical strength and knowledge.

The Mending may have stabilized the fundamental structure of the Multiverse, but it also robbed Planeswalkers of their omnipotence and immortality. Afterward, Bolas was no longer a god, but he was still a dragon: ancient beyond reckoning, capable of spells that would stagger the imagination, and possessed of an insurmountable intellect. So he conjured schemes, wove twisting plans, and charted a path back to divinity—to the power that was his birthright.

Bolas patiently acquired the tools he needs to bring his plan to fruition. On Kaladesh, his servant Tezzeret secured the Planar Bridge to transport objects from one plane to another. Amonkhet unwittingly provided a vast army of undead soldiers. From Ixalan, Vraska brought the Immortal Sun, an artifact created to trap Planeswalkers on a single plane. And on Dominaria, Bolas secured a new minion: the necromancer Liliana Vess.

Now Bolas's schemes have led to Ravnica. His true purpose here is not yet revealed, but the crucial pieces of his plan are falling into place. Through the agency of his minions he has subverted the leadership of Ravnica's ancient guilds and undermined the fabric of the Guildpact. Heightened tension and conflict now loom over the plane.

THE GENERAL: LILIANA VESS

Once a noble-born healer on the plane of Dominaria, Liliana first encountered necromancy in an attempt to heal her sick brother—inadvertently dooming him to service in an army of undead. The terror of death and the pain of her guilt ignited her Planeswalker spark, and she found herself on Innistrad. There, she forged a pact with four powerful demons in exchange for the gift of eternal youth, the text of the pact becoming indelibly etched on her skin.

But Liliana has never been one for servitude and took up regaining her freedom by defeating the four who bound her. She procured the demonic Chain Veil, which amplifies her powers, but at great cost to her health and sanity. With the Chain Veil, and some help from the members of the Gatewatch, she conquered the demons holding her contract . . . only to learn it then defaulted to the pact's broker: the dragon Planeswalker Nicol Bolas.

With no choice but to serve the power-hungry dragon Planeswalker, Liliana finds herself using her necromancer's skills as the field general of the Dreadhorde, Bolas's army of zombie Eternals. While she enjoys the authority, ultimately Liliana's greatest love and first priority is herself. She's convinced that everyone else is only looking out for themselves, and she's just better at playing the game.



THE GATEWATCH ARRIVES

Bolas made many enemies as his schemes unfolded, but they were occupied on other planes as his plans neared fruition. The members of the Gatewatch—Gideon Jura, Jace Beleren, Nissa Revane, Chandra Nalaar, Ajani Goldmane, and Teferi—are closing in, even following their defeat on Amonkhet. Little do they suspect that Bolas has not only accounted for their interference, but is relying on it.

With the core of the Gatewatch now reunited on Ravnica, Chandra, Jace, and Nissa all have key roles to play as the battle with Bolas evolves. As Chandra and Nissa ready their raw power for the fight, Jace tries to discover what happened to the magic of the Guildpact, which seems to have been altered . . . or entirely destroyed.

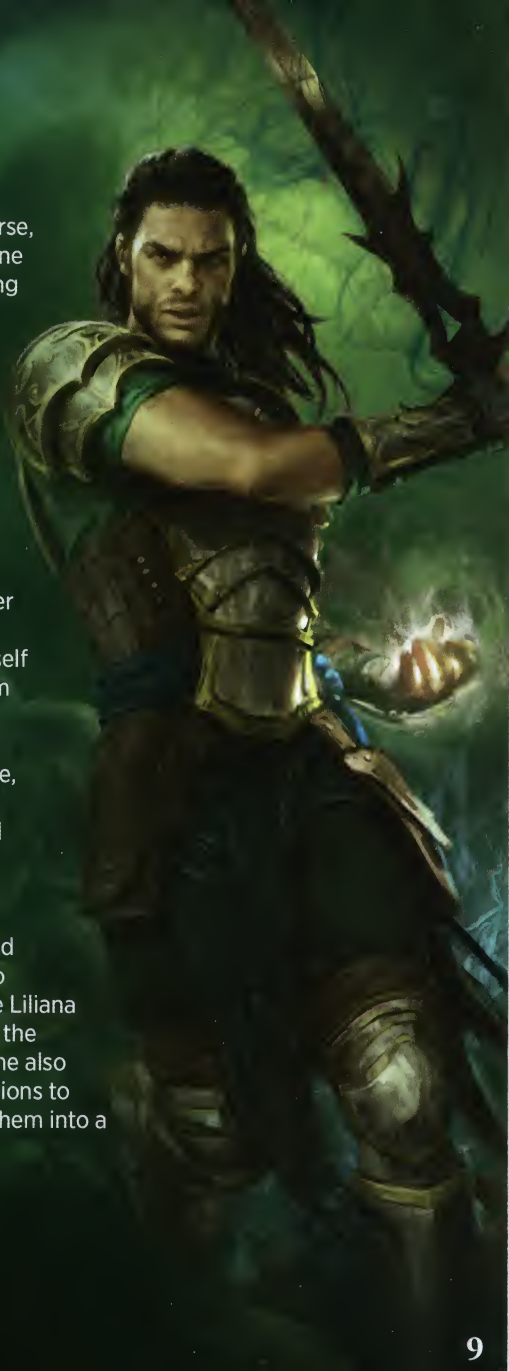


THE REDEEMER: GIDEON JURA

Now one of the foremost warriors in the Multiverse, Gideon (known as Kytheel Jura on his home plane of Theros) came from humble beginnings, leading a gang of young street thieves to make a living. After being caught and imprisoned, he honed his leadership, self-discipline, weapon use, and hieromancy under the watchful eye of the prison warden Hixus, who saw something special in him.

These skills were put to the test defending his city, but when Gideon tried to overstep his abilities, his hubris doomed his closest friends. The impact of this failure ignited his Planeswalker spark and, finding himself on a new plane, he decided to atone for his past by dedicating himself to protecting the denizens of the Multiverse from inter-planar threats.

Gideon's quest has led him around the Multiverse, where he's encountered powerful Planeswalker allies and strange, otherworldly foes. A powerful warrior-mage with the ability to make himself magically invulnerable with the Eternal Aegis, Gideon has traditionally wielded a four-bladed surral against his foes. Now he bears the reforged Blackblade—a soul-thirsty sword Gideon used to vanquish the demonlord Belzenlok and help free Liliانا from her contract—which should prove useful in the upcoming battle. As founder of the Gatewatch, he also bears an oath to work together with his companions to defend the Multiverse . . . an oath that has led them into a final, deadly conflict with Nicol Bolas.



THE GUILD LEADERS

Five of Ravnica's guilds have Planeswalker guild leaders who will be integral to the upcoming war. Much will be determined by which side they ultimately choose to lend their power to.

RAL ZAREK

Leader of the Izzet League after the disappearance of the dragon Niv-Mizzet, the storm mage Ral has flirted with serving Nicol Bolas in the past but ultimately is drawn to the side of the heroes battling against him.

VRASKA

A gorgon who formed an unlikely friendship with Jace on Ixalan, Vraska is now leader of the Golgari Swarm. She wants what's best for her people, whatever the cost to anyone else.

KAYA

A ghost assassin for hire, Kaya made a deal with Nicol Bolas to assassinate the Ghost Council leaders of the Orzhov Syndicate. Now, somehow, Kaya finds herself in a surprisingly powerful position, leading that guild.

DOVIN BAAN

Master of systematic organization, Dovin is a vedalken Planeswalker who has infiltrated the Azorius Senate on behalf of Nicol Bolas and tossed out the Guildpact, the law magic that held the guilds system of Ravnica together.

DOMRI RADE

Raised on the rough streets of Ravnica, Domri was bold enough to challenge the cyclops Borborygmos for the leadership of the Gruul Clans and win. Now he's happy to sow chaos however he can.





MANY WILL FIGHT

Nicol Bolas has trapped dozens of Planeswalkers on Ravnic thanks to the power of the Immortal Sun, and defeating him will take a coalition of resistance, including many new faces. Teyo Verada is a young Planeswalker whose spark ignited only recently, drawing him to Ravnic where his shield-creation powers will be tested alongside those around him.

Learn more about Teyo, Kaya, Gideon, Liana and their destinies in this conflict with Bolas in *Ravnic: War of the Spark*, by Greg Weisman, a *Magic: The Gathering*® novel available from Del Rey, an imprint of Penguin Random House.

WAR OF THE SPARK™

CARD ENCYCLOPEDIA

Karn, the Great Creator 4



Legendary Planeswalker — Karn

Activated abilities of artifacts your opponents control can't be activated.

Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost.

+1 You may choose an artifact card you own from outside the game or in exile, reveal that card, and put it into your hand.

-2

5

001/284 B
WAR-EN — **White** Tks

Ugin, the Ineffable 6



Legendary Planeswalker — Ugin

Colorless spells you cast cost 2 less to cast.

Exile the top card of your library face down and look at it. Create a 2/2 colorless Spirit creature token. When that token leaves the battlefield, put the exiled card into your hand.

+1

-3 Destroy target permanent that's one or more colors.

4

002/284 B
WAR-EN — **Darkness**

Ugin's Conjurant X



Creature — Spirit Monk

Ugin's Conjurant enters the battlefield with X +1/+1 counters on it.

If damage would be dealt to Ugin's Conjurant while it has a +1/+1 counter on it, prevent that damage and remove that many +1/+1 counters from Ugin's Conjurant.

0/0

003/284 U
WAR-EN — **Black** Tks

Ajani's Pridemate ↓



Creature — Cat Soldier

Whenever you gain life, put a +1/+1 counter on Ajani's Pridemate.

Planeswalkers conjured replicas of old allies, reminders of the homeworlds that would fall next if Bolas prevailed.

2/2

004/284 U
WAR-EN — **Simulacra** Crazymonk

Battlefield Promotion ↓



Instant

Put a +1/+1 counter on target creature. That creature gains first strike until end of turn. You gain 2 life.

"Welcome to the Legion. You saved a district—now let's go save the world."

005/284 C
WAR-EN — **Forest** Mewmew

Bond of Discipline ↓



Sorcery

Tap all creatures your opponents control. Creatures you control gain lifelink until end of turn.

"We agree that order benefits everyone, but not until you enforce it."

006/284 U
WAR-EN — **White** Craz

Bulwark Giant 5*



Creature — Giant Soldier

When Bulwark Giant enters the battlefield, you gain 5 life.

"Where did she come from? More importantly, are there more like her?"
—Gideon Jura

3/6

037/264 C WAR · EN · Yuji Koyama / MIMBLEY

Charmed Stray *



Creature — Cat

Lifelink

When Charmed Stray enters the battlefield, put a +1/+1 counter on each other creature you control named Charmed Stray.

"There's something peculiar about the cats today."
—Janco, Tin Street tinker

1/1

038/264 C WAR · EN · Leah Rubin

Defiant Strike *



Instant

Target creature gets +1/+0 until end of turn.

Draw a card.

"My family was saved thanks to a single Boros soldier. It's why I joined the Legion. I will be the protector now."

039/264 C WAR · EN · Gianni Scafetta

Divine Arrow ↓*



Instant

Divine Arrow deals 4 damage to target attacking or blocking creature.

Ravnica's defenders watched in horror as Oketra's shot pierced the body of the pegasus. Gideon tumbled through the air, Blackblade in hand.

040/264 C WAR · EN · Sarah Kavanagh

Enforcer Griffin ↓*



Creature — Griffin

Flying

"A company of infantry is trapped behind the lines. We need to strike hard and fast to free them, or the casualties will be horrific. Send the griffins."
—Tajic

3/4

041/264 C WAR · EN · Tobias Greiner

Finale of Glory ⓧ*



Sorcery

Create X 2/2 white Soldier creature tokens with vigilance. If X is 10 or more, also create X 4/4 white Angel creature tokens with flying and vigilance.

The sky boiled over the citadel, dire and dark. Then the angels brought the dawn.

042/264 M WAR · EN · Matthew Fung

Gideon Blackblade ↓*



Legendary Planeswalker — Gideon

As long as it's your turn, Gideon Blackblade is a 4/4 Human Soldier creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to Gideon Blackblade during your turn.

Up to one other target creature you control gains your choice of vigilance, lifelink, or indestructible until end of turn.

Exile target nonland permanent.

4

043/264 M WAR · EN · Valerio Tiano

Gideon's Sacrifice *



Instant

Choose a creature or planeswalker you control. All damage that would be dealt this turn to you and permanents you control is dealt to the chosen permanent instead (if it's still on the battlefield).

To Liliiana's surprise, the cost of betraying Bolas did not fall on her.

044/264 C WAR · EN · Leah Rubin

Gideon's Triumph ↓*



Instant

Target opponent sacrifices a creature that attacked or blocked this turn. If you control a Gideon planeswalker, that player sacrifices two of those creatures instead.

His triumph came not from victory over his enemies, but from the salvation of those who survived.

045/264 M WAR · EN · Aaron Tanner

God-Eternal Oketra 3

Legendary Creature — Zombie God

Double strike
Whenever you cast a creature spell, create a 4/4 black Zombie Warrior creature token with vigilance.
When God-Eternal Oketra dies or is put into exile from the battlefield, you may put it into its owner's library third from the top.

016/264 M WAR-EN **3/6**

Grateful Apparition 1

Creature — Spirit

Flying
Whenever Grateful Apparition deals combat damage to a player or planeswalker, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

017/264 M WAR-EN **1/1**

Ignite the Beacon 4

Instant

Search your library for up to two planeswalker cards, reveal them, put them into your hand, then shuffle your library.
"If you can't save yourself, you fight to give someone else a chance."
—Ajani Goldmane

016/264 M Saviors of the Cosmos, ACT1 **1/1**

Ironclad Krovod 3

Creature — Beast

"We need to block the exits from the plaza! What's big, heavy, and available?"
—Gideon Jura

016/264 C WAR-EN **2/5**

Law-Rune Enforcer

Creature — Human Soldier

1, : Tap target creature with converted mana cost 2 or greater.
"See that no one enters or leaves New Prahu today. And notify me at once of any Planeswalker activity."
—Dovin Baan

020/264 C WAR-EN **1/2**

Loxodon Sergeant 3

Creature — Elephant Soldier

Vigilance
When Loxodon Sergeant enters the battlefield, other creatures you control gain vigilance until end of turn.
His voice is both war horn and rallying cry, a trumpeting call that stirs even the faintest heart.

021/264 C WAR-EN **3/3**

Makeshift Battalion 2

Creature — Human Soldier

Whenever Makeshift Battalion and at least two other creatures attack, put a +1/+1 counter on Makeshift Battalion.
Their ranks are thin, their formation is improvised, their weapons are borrowed, and you'd best get out of their way.

032/264 C WAR-EN **3/2**

Martyr for the Cause 1

Creature — Human Soldier

When Martyr for the Cause dies, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)
"If I am to die in service, there is no more worthy fight than this."

033/264 C WAR-EN **2/2**

Parhelion II 6

Legendary Artifact — Vehicle

Flying, first strike, vigilance
Whenever Parhelion II attacks, create two 4/4 white Angel creature tokens with flying and vigilance that are attacking.
Crew 4 (Tap any number of creatures you control with total power 4 or more. This Vehicle becomes an artifact creature until end of turn.)

024/264 M WAR-EN **3/5**

Pouncing Lynx 1



Creature — Cat

As long as it's your turn, Pouncing Lynx has first strike.

"I don't understand. He's normally so well behaved!"

2/1

029/284 C Spotlight Act II
WAR · EN · **Isiah Pines**

Prison Realm 2



Enchantment

When Prison Realm enters the battlefield, exile target creature or planeswalker an opponent controls until Prison Realm leaves the battlefield.

When Prison Realm enters the battlefield, scry 1.

After millennia to craft victory, Bolas had eternity to contemplate defeat.

029/284 C Spotlight Act II
WAR · EN · **Isiah Pines**

Rally of Wings 1



Instant

Untap all creatures you control. Creatures you control with flying get +2/+2 until end of turn.

Even the clouds became a field of battle. Known as the Sky Theater, it saw the Eternals clash with squadrons of angels.

027/284 U Spotlight Act II
WAR · EN · **Isiah Pines**

Ravnica at War 3



Sorcery

Exile all multicolored permanents.

The heart of Ravnica disappeared before anyone could strike a blow in its defense.

029/284 R Spotlight Act II
WAR · EN · **Isiah Pines**

Rising Populace 2



Creature — Human

Whenever another creature or planeswalker you control dies, put a +1/+1 counter on Rising Populace.

Grief is a crucible where resolve is tempered.

2/2

029/284 C Spotlight Act II
WAR · EN · **Isiah Pines**

Single Combat 3



Sorcery

Each player chooses a creature or planeswalker they control, then sacrifices the rest. Players can't cast creature or planeswalker spells until the end of your next turn.

Not even a threat to the entire Multiverse could persuade them to put aside their feud.

029/284 R Spotlight Act II
WAR · EN · **Isiah Pines**

Sunblade Angel 5



Creature — Angel

Flying, first strike, vigilance, lifelink

At Feather's command, squadrons of battle angels swarmed out of the Parhelion II, unsheathing blades made of molten dawn.

3/3

029/284 C Spotlight Act II
WAR · EN · **Isiah Pines**

Teyo, the Shieldmage 2



Legendary Planeswalker — Teyo

You have hexproof. (You can't be the target of spells or abilities your opponents control.)

—2 Create a 0/3 white Wall creature token with defender.

5

029/284 C Spotlight Act II
WAR · EN · **Isiah Pines**

Teyo's Lightshield 2



Creature — Illusion

When Teyo's Lightshield enters the battlefield, put a +1/+1 counter on target creature you control.

Teyo gifted his shields to as many allies as possible, knowing he could not always be there to protect them himself.

0/3

029/284 C Spotlight Act II
WAR · EN · **Isiah Pines**

Tomik, Distinguished Advokisr 



Legendary Creature — Human Advisor 

Flying

Lands on the battlefield and land cards in graveyards can't be the targets of spells or abilities your opponents control.

Your opponents can't play land cards from graveyards.

"Some bend the law. I tie it into knots."

2/3

034/204 R
WAR • EN •  Wizards of the Coast

Topple the Statue 



Instant 

Tap target permanent. If it's an artifact, destroy it.

Draw a card.

Bolas cared little when his statue fell, thinking it a useful distraction, underestimating the surge of resolve it gave his opponents.

1/3

034/204 C
WAR • EN •  Wizards of the Coast

Trusted Pegasus 



Creature — Pegasus 

Flying

Whenever Trusted Pegasus attacks, target attacking creature without flying gains flying until end of turn.

"Would you give your life to save this world?" Gideon murmured. The pegasus snorted and spread wide its mighty wings.

2/2

034/204 C
WAR • EN •  Wizards of the Coast

The Wanderer 



Legendary Planeswalker 

Prevent all noncombat damage that would be dealt to you and other permanents you control.

-2 Exile target creature with power 4 or greater.

5

034/204 U
WAR • EN •  Wizards of the Coast

Wanderer's Strike 



Sorcery 

Exile target creature, then proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

"Precise, clean cuts. No one saw anything. Again. Tag the report with my code and file it."
—Lavinia

1/3

034/204 C
WAR • EN •  Wizards of the Coast

War Screecher 



Creature — Bird 

Flying

   Other creatures you control get +1/+1 until end of turn.

Soaring over Vitu-Ghazi, New Prahs, and Orzhova, the Conclaxe's trained falcons provided critical intelligence.

1/3

034/204 C
WAR • EN •  Wizards of the Coast

Ashio's Skulker 



Creature — Nightmare 

  Ashio's Skulker can't be blocked this turn.

"Fear writhes and whispers in the shadows of your mind. It is the enemy you always knew would come."
—Ashio

3/5

046/204 C
WAR • EN •  Wizards of the Coast

Augur of Bolas 



Creature — Merfolk Wizard 

When Augur of Bolas enters the battlefield, look at the top three cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

"There is no future save the one my master wills."

1/3

046/204 U
WAR • EN •  Wizards of the Coast

Aven Eternal 



Creature — Zombie Bird Warrior 

Flying

When Aven Eternal enters the battlefield, amass 1. (Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)

"I've never seen the firemane angels so anxious."
—Tajic

2/2

046/204 C
WAR • EN •  Wizards of the Coast

Bond of Insight 3

Sorcery

Each player puts the top four cards of their library into their graveyard. Return up to two instant and/or sorcery cards from your graveyard to your hand. Exile Bond of Insight.

"Together we can unlock secrets no one has even dreamed of. I might even let you remember some of them."

045/264 C
WAR-EH — Joe Sotter

Callous Dismissal 1

Sorcery

Return target nonland permanent to its owner's hand.

Amass 1. (Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)

"They make it clear we are nothing to them."
—Lavina

045/264 C
WAR-EH — Martin Robinson

Commence the Endgame 4

Instant

This spell can't be countered.

Draw two cards, then amass X, where X is the number of cards in your hand. (Put X +1/+1 counters on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)

"Even gods shall kneel."
—Nicol Bolas

045/264 C
WAR-EH — Nicole Radabaugh

Contentious Plan 1

Sorcery

Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) Draw a card.

Nit-Mizzet had perfected a mortal, but he had no control over the mortal minds who had to agree to implement it.

045/264 C
WAR-EH — Eric Steigenga

Crush Dissent 3

Instant

Counter target spell unless its controller pays 2.

Amass 2. (Put two +1/+1 counters on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)

"All I ask is complete obedience."
—Nicol Bolas

045/264 C
WAR-EH — Max Steiner

Erratic Visionary 1

Creature — Human Wizard

1, 1, 1. Draw a card, then discard a card.

An Izzet experiment begins with a "what if," gets approved with a "why not," and concludes with a "eureka!"

1/3

045/264 C
WAR-EH — Randy Watts

Eternal Skylord 3

Creature — Zombie Wizard

When Eternal Skylord enters the battlefield, amass 2. (Put two +1/+1 counters on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.) Zombie tokens you control have flying.

3/3

045/264 C
WAR-EH — Jesse Glass

Fblthp, the Lost 1

Legendary Creature — Homunculus

When Fblthp, the Lost enters the battlefield, draw a card. If it entered from your library or was cast from your library, draw two cards instead.

When Fblthp becomes the target of a spell, shuffle Fblthp into its owner's library.

1/1

045/264 C
WAR-EH — Steve Emtz

Finale of Revelation 3

Sorcery

Draw X cards. If X is 10 or more, instead shuffle your graveyard into your library, draw X cards, untap up to five lands, and you have no maximum hand size for the rest of the game. Exile Finale of Revelation.

Upon saw the gem that connected Bolas to his Meditation Realm as the key to his brother's downfall.

045/264 C
WAR-EH — Jackson Braden

Flux Channeler 2

Creature — Human Wizard

Whenever you cast a noncreature spell, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

"Inform our allies in the Tenth and throw the circuit. It's about to get weird."

2/2

037/204 W
WAR · EN · M · BENJAMIN CLEM

God-Eternal Kefnet 2

Legendary Creature — Zombie God

Flying

You may reveal the first card you draw each turn as you draw it. Whenever you reveal an instant or sorcery card this way, copy that card and you may cast the copy. That copy costs 2 less to cast.

When God-Eternal Kefnet dies or is put into exile from the battlefield, you may put it into its owner's library third from the top.

4/5

037/204 W
WAR · EN · M · ERIC LUCASO

Jace, Wielder of Mysteries 1

Legendary Planeswalker — Jace

If you would draw a card while your library has no cards in it, you win the game instead.

+1 Target player puts the top two cards of their library into their graveyard. Draw a card.

-8 Draw seven cards. Then if your library has no cards in it, you win the game.

4

037/204 W
WAR · EN · M · ANDY SEIDENBERG

Jace's Triumph 2

Sorcery

Draw two cards. If you control a Jace planeswalker, draw three cards instead.

His triumph was not in outsmarting Bolas's plan, but in understanding why ultimate power is self-defeating.

037/204 W
WAR · EN · M · BENJAMIN CLEM

Kasmina, Enigmatic Mentor 3

Legendary Planeswalker — Kasmina

Spells your opponents cast that target a creature or planeswalker you control cost 2 more to cast.

Create a 2/2 blue Wizard creature with **-2** token. Draw a card, then discard a card.

5

037/204 W
WAR · EN · M · WALTER VILHEIM

Kasmina's Transmutation 1

Enchantment — Aura

Enchant creature

Enchanted creature loses all abilities and has base power and toughness 1/1.

"Hop away now, little Eternal. Go eat some flies."

—Kasmina

037/204 W
WAR · EN · M · ERIC LUCASO

Kiora's Dambreaker 5

Creature — Leviathan

When Kiora's Dambreaker enters the battlefield, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

"When your enemy flees, send the sea to pursue them."

—Kiora

5/6

037/204 W
WAR · EN · M · MICHAEL BORTONE

Lazotep Plating 1

Instant

Amass 1. (Put a **+1/+1** counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)

You and permanents you control gain hexproof until end of turn. (You and they can't be the targets of spells or abilities your opponents control.)

037/204 W
WAR · EN · M · JONAS BLOM

Naga Eternal 2

Creature — Zombie Naga

"I recognize that headdress. This one was feared even by her fellow initiates."

—Samut

3/2

037/204 W
WAR · EN · M · BENJAMIN CLEM

Narset, Parter of Veils

Legendary Planeswalker — Narset

Each opponent can't draw more than one card each turn.

Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

041/204 W WARR-EN — MARIUS VALLINETS

Narset's Reversal

Instant

Copy target instant or sorcery spell, then return it to its owner's hand. You may choose new targets for the copy.

"In the disarray of battle, an enemy's attack may be your most convenient weapon."
—Narset

041/204 W WARR-EN — YANNIS LITTOU

No Escape

Instant

Counter target creature or planeswalker spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

Scry 1.

"Jace surmised that they were walking into Bolas's trap. He felt no joy in being right."

041/204 W WARR-EN — JIMMY KIM

Relentless Advance

Sorcery

Amass 3. (Put three +1/+1 counters on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)

They approach in formation, every movement efficient and sure. They halt, listen, and then press on in silent unison.

041/204 W WARR-EN — MARION FINE

Rescuer Sphinx

Creature — Sphinx

Flying

As Rescuer Sphinx enters the battlefield, you may return a creature you control to its owner's hand. If you do, Rescuer Sphinx enters the battlefield with a +1/+1 counter on it.

"Now, little fighter, show me you deserved this second chance."

3/2

041/204 W WARR-EN — STEVE LITTOU

Silent Submersible

Artifact — Vehicle

Whenever Silent Submersible deals combat damage to a player or planeswalker, draw a card.

Crew 2 (Tap any number of creatures you control with total power 2 or more: This Vehicle becomes an artifact creature until end of turn.)

7/3

041/204 W WARR-EN — DANIEL LINDNER

Sky Theater Strix

Creature — Bird

Flying

Whenever you cast a noncreature spell, Sky Theater Strix gets +1/+0 until end of turn.

Courier owls joined the fray, attacking the Dreadhorde with a viciousness usually reserved for mail thieves.

1/2

041/204 W WARR-EN — JOHN SULLIVAN

Spark Double

Creature — Illusion

You may have Spark Double enter the battlefield as a copy of a creature or planeswalker you control, except it enters with an additional +1/+1 counter on it: if it's a creature, it enters with an additional loyalty counter on it if it's a planeswalker, and it isn't legendary if that permanent is legendary.

0/0

041/204 W WARR-EN — TAYLOR DUNN

Spellkeeper Weird

Creature — Weird

2, ♠, Sacrifice Spellkeeper Weird: Return target instant or sorcery card from your graveyard to your hand.

They worked well as a team, but they knew it couldn't last forever.

1/4

041/204 W WARR-EN — ADAM PATE

Stealth Mission 2

Sorcery

Put two +1/+1 counters on target creature you control. That creature can't be blocked this turn.

"What they don't know will definitely hurt them."
—Lazav

01/2/264 C
WAB-178, 100 Wizards of the Coast

Tamiyo's Epiphany 3

Sorcery

Scry 4, then draw two cards.

Tamiyo wished only to observe the war, but she soon realized neutrality was not an option.

01/2/264 C
WAB-179, 100 Wizards of the Coast

Teferi's Time Twist 1

Instant

Exile target permanent you control. Return that card to the battlefield under its owner's control at the beginning of the next end step. If it enters the battlefield as a creature, it enters with an additional +1/+1 counter on it.

"The safest place for you is not now."

01/2/264 C
WAB-176, 100 Wizards of the Coast

Thunder Drake 3

Creature — Elemental Drake

Flying

Whenever you cast your second spell each turn, put a +1/+1 counter on Thunder Drake.

The arrival of the Planar Bridge caused eddies in the aether, creating some entirely new species while transforming others.

2/3

01/2/264 C
WAB-175, 100 Wizards of the Coast

Totally Lost 4

Instant

Put target nonland permanent on top of its owner's library.

At least this was better than that week at the Juri Revue.

01/2/264 C
WAB-177, 100 Wizards of the Coast

Wall of Runes 1

Creature — Wall

Defender

When Wall of Runes enters the battlefield, scry 1.

"It's strangely satisfying seeing an undead killing machine from another world standing befuddled in front of a wall of text."
—Latvina

0/4

01/2/264 C
WAB-178, 100 Wizards of the Coast

Aid the Fallen 1

Sorcery

Choose one or both —

- Return target creature card from your graveyard to your hand.
- Return target planeswalker card from your graveyard to your hand.

"I never liked you. Now get up—we have a fight to finish."

01/2/264 C
WAB-179, 100 Wizards of the Coast

Banehound 3

Creature — Nightmare Hound

Lifelink, haste

"I wish I could train a pack of them for hunting in the undercity. But I'd never dare turn my back, and I hate to think what I'd have to feed them."
—Zhosmit, urban huntmaster

1/1

01/2/264 C
WAB-178, 100 Wizards of the Coast

Bleeding Edge 1

Sorcery

Up to one target creature gets -2/-2 until end of turn. Amass 2. (Put two +1/+1 counters on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)

01/2/264 C
WAB-178, 100 Wizards of the Coast

Duskmante Operative U CB



Creature — Human Rogue U

Duskmante Operative can't be blocked by creatures with power 4 or greater.

Gideon eyed the Dimir emissary warily. "Could your agents slip inside Bolat's citadel?" The figure met his gaze with icy resolve. "We already have."

052/264 C
WAR • EN • ANNA STRONAKER TM & © 2019 Wizards of the Coast

2/2

The Elderspell CB CB



Sorcery U

Destroy any number of target planeswalkers. Choose a planeswalker you control. Put two loyalty counters on it for each planeswalker destroyed this way.

The path to power is often paved with atrocities.

052/264 C
WAR • EN • SORCERER ACE • DARRIN TM & © 2019 Wizards of the Coast

5/5

Eternal Taskmaster U CB



Creature — Zombie U

Eternal Taskmaster enters the battlefield tapped.

Whenever Eternal Taskmaster attacks, you may pay 2. If you do, return target creature card from your graveyard to your hand.

"They are called Eternals. They will never stop."
Jace Beleren

052/264 C
WAR • EN • TOMAS ROSENBERG TM & © 2019 Wizards of the Coast

2/3

Finale of Eternity U CB CB



Sorcery U

Destroy up to three target creatures with toughness X or less. If X is 10 or more, return all creature cards from your graveyard to the battlefield.

When you rule by fear, your greatest weakness is one who's no longer afraid.

052/264 M
WAR • EN • DARRIN TM & © 2019 Wizards of the Coast

5/5

God-Eternal Bontu U CB CB



Legendary Creature — Zombie God U

Menace

When God-Eternal Bontu enters the battlefield, sacrifice any number of other permanents, then draw that many cards.

When God-Eternal Bontu dies or is put into exile from the battlefield, you may put it into its owner's library third from the top.

052/264 M
WAR • EN • LARI LAKARID TM & © 2019 Wizards of the Coast

5/6

Herald of the Dreadhorde U CB CB



Creature — Zombie Warrior U

When Herald of the Dreadhorde dies, amass 2. (Put two +1/+1 counters on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)

Amonkhet's dead flowed into a new world in service to their God-Pharaoh.

052/264 C
WAR • EN • HENRIK COTE TM & © 2019 Wizards of the Coast

3/2

Kaya's Ghostform CB



Enchantment — Aura U

Enchant creature or planeswalker you control

When enchanted permanent dies or is put into exile, return that card to the battlefield under your control.

The Eternals found some sparks to be quite slippery.

054/264 C
WAR • EN • MIKE CARROLL TM & © 2019 Wizards of the Coast

1/1

Lazotep Behemoth U CB



Creature — Zombie Hippo U

"I know I should be more concerned. But a big, blue zombie-potamus from beyond the stars? This is what they're invading us with?"
—Mileva, Boros legionnaire

055/264 C
WAR • EN • JEFFREY CAS TM & © 2019 Wizards of the Coast

5/4

Lazotep Reaver U CB



Creature — Zombie Beast U

When Lazotep Reaver enters the battlefield, amass 1. (Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)

Despite their many forms, the Eternals worked in chilling harmony, unburdened by instinct or emotion.

055/264 C
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1/2

Liliana, Dreadhorde General 



Legendary Planeswalker – Liliana 

Whenever a creature you control dies, draw a card.

+1 Create a 2/2 black Zombie creature token.

-4 Each player sacrifices two creatures.

-9 Each opponent chooses a permanent they control of each permanent type and sacrifices the rest.

6

097/284 M
WAR · EN · Corei Balla

Liliana's Triumph 



Instant 

Each opponent sacrifices a creature. If you control a Liliana planeswalker, each opponent also discards a card.

Her triumph came not from escaping her death, but in claiming her independence.

098/284 U
WAR · EN · Brian Vaner

Massacre Girl 



Legendary Creature – Human Assassin 

Menace

When Massacre Girl enters the battlefield, each other creature gets -1/-1 until end of turn. Whenever a creature dies this turn, each creature other than Massacre Girl gets -1/-1 until end of turn.

4/4

099/284 R
WAR · EN · Corey Balla

Ob Nixilis, the Hate-Twisted 



Legendary Planeswalker – Nixilis 

Whenever an opponent draws a card, Ob Nixilis, the Hate-Twisted deals 1 damage to that player.

-2 Destroy target creature. Its controller draws two cards.

5

100/284 U
WAR · EN · Yonah Cats

Ob Nixilis's Cruelty 



Instant 

Target creature gets -5/-5 until end of turn. If that creature would die this turn, exile it instead.

Trapped on Ravnica with no affection for either side, Ob Nixilis sought gratification in random acts of torment.

101/284 C
WAR · EN · Rich Anderson

Price of Betrayal 



Sorcery 

Remove up to five counters from target artifact, creature, planeswalker, or opponent.

The moment Liliana defied Nicol Bolas, her contract was broken, and her life was forfeit. But she was free to choose her fate, and she decided it was worth the price.

102/284 U
WAR · EN · Ryan Tee

Shriekdiver 



Creature – Zombie Bird Warrior 

Flying

1: Shriekdiver gains haste until end of turn.

"It's faster than we are. Draw its attention while the Ledev take aim!"
—Shauntal, Bolas' legionnaire

2/1

103/284 C
WAR · EN · Pierre Duba

Sorin's Thirst 



Instant 

Sorin's Thirst deals 2 damage to target creature and you gain 2 life.

"I see you're out of the wall."
—Nahiri

104/284 C
WAR · EN · Daarken

Spark Harvest 



Sorcery 

As an additional cost to cast this spell, sacrifice a creature or pay 3 .

Destroy target creature or planeswalker.

With the harvest of Domri's spark, the Elderspells began to fuel Bolas's ascension to godhood.

105/284 C
WAR · EN · Ryan Tee

Spark Reaper 2 ⚡



Creature — Zombie ⚡

3, Sacrifice a creature or planeswalker: You gain 1 life and draw a card.

"I know they're unstoppable fighters created to harvest souls—it's just they're so rude about it."
—Kaya

2/3

106/284 C Sparklight: Act III
WAB-EN — Jozan Bozon

Tithebearer Giant 5 ⚡



Creature — Giant Warrior ⚡

When Tithebearer Giant enters the battlefield, you draw a card and you lose 1 life.

"I've always said full war chests win wars, but I didn't mean by bashing enemy skulls with them."
—Teyss

4/5

107/284 C
WAB-EN — Ryan Tan

Toll of the Invasion 2 ⚡



Sorcery ⚡

Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.

Amass 1. (Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)

106/284 C
WAB-EN — Jon Siskella

Unlikely Aid 1 ⚡



Instant ⚡

Target creature gets +2/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

"No one will ever ride me again, Gideon. Expect no further favors."
—Rakdos

106/284 C Spotlight: Act III
WAB-EN — Vance Trion

Vampire Opportunist 1 ⚡



Creature — Vampire ⚡

6 ♠: Each opponent loses 2 life and you gain 2 life.

"I think I cracked a fang."

2/1

110/284 C
WAB-EN — Jon Siskella

Vizier of the Scorpion 2 ⚡



Creature — Zombie Wizard ⚡

When Vizier of the Scorpion enters the battlefield, amass 1. (Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)

Zombie tokens you control have deathtouch.

His blessing is a curse.

1/1

111/284 U
WAB-EN — Jon Siskella

Vraska's Finisher 2 ⚡



Creature — Gorgon Assassin ⚡

When Vraska's Finisher enters the battlefield, destroy target creature or planeswalker an opponent controls that was dealt damage this turn.

"You might have pleaded your case with my queen earlier. Now I am here, and it is far too late."

3/2

112/284 C
WAB-EN — Bob Barzee

Ahn-Crop Invader 2 ⚡



Creature — Zombie Minotaur Warrior ⚡

As long as it's your turn, Ahn-Crop Invader has first strike.

1, Sacrifice another creature: Ahn-Crop Invader gets +2/+0 until end of turn.

"Give me a crew like this one and I'd rule any sea I sailed."
—Angrath

2/2

115/284 C
WAB-EN — Tobias Schmitz

Blindblast 2 ⚡



Instant ⚡

Blindblast deals 1 damage to target creature. That creature can't block this turn.

Draw a card.

"Peril is in the eye of the beholder. At least, if your aim is good."
—Jaya Ballard

114/284 C
WAB-EN — Simon St. Laurent

Bolt Bend 3

Instant

This spell costs 3 less to cast if you control a creature with power 4 or greater.

Change the target of target spell or ability with a single target.

"Give them everything you've got... and some things you don't."
—*Ral Zarek*

112/264 U
WAB-EN — Steven Zeeman

Bond of Passion 4

Sorcery

Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. Bond of Passion deals 2 damage to any other target.

"Why don't we fight for what's right and let bureaucrats argue over details?"

112/264 U
WAB-EN — Gary

Burning Prophet 1

Creature — Human Wizard

Whenever you cast a noncreature spell, Burning Prophet gets +1/+0 until end of turn, then scry 1.

"This day will end in death, but not the one you hoped for. This day will end in victory, but not the one you expected."

112/264 C
WAB-EN — Matthew Kocian

Chainwhip Cyclops 4

Creature — Cyclops Warrior

3: Target creature can't block this turn.

"You say this Tenth District, not Rubblebelt. But where smash happen, that Rubblebelt. Rubblebelt state of mind."
—*Urgar, cyclops philosopher*

112/264 B
WAB-EN — Jonathan Benza

Chandra, Fire Artisan 2

Legendary Planeswalker — Chandra

Whenever one or more loyalty counters are removed from Chandra, Fire Artisan, she deals that much damage to target opponent or planeswalker.

+1: Exile the top card of your library. You may play it this turn.

-7: Exile the top seven cards of your library. You may play them this turn.

112/264 B
WAB-EN — Jonathan Benza

Chandra's Pyrohelix 1

Instant

Chandra's Pyrohelix deals 2 damage divided as you choose among one or two targets.

"Now that I've dealt with your little toys, I can focus on the real problem: you."
—*Chandra Nalaar, to Dovin Baan*

112/264 C
WAB-EN — Alessio Berzetti

Chandra's Triumph 1

Instant

Chandra's Triumph deals 3 damage to target creature or planeswalker an opponent controls. Chandra's Triumph deals 5 damage to that permanent instead if you control a Chandra planeswalker.

Her triumph came not from achieving her ideal self, but from rejecting the idea of perfection.

112/264 U
WAB-EN — Brian Bunker

Cyclops Electromancer 4

Creature — Cyclops Wizard

When Cyclops Electromancer enters the battlefield, it deals X damage to target creature an opponent controls, where X is the number of instant and sorcery cards in your graveyard.

Every storm has an eye.

112/264 U
WAB-EN — Jason Frazee

Demolish 3

Sorcery

Destroy target artifact or land.

"For every inch of land they take from us, we take it back or we burn it. Give them nothing."
—*Aurelia*

112/264 C
WAB-EN — Adam Paquette

Devouring Hellion 2



Creature — Hellion

As Devouring Hellion enters the battlefield, you may sacrifice any number of creatures and/or planeswalkers. If you do, it enters with twice that many +1/+1 counters on it.

There's no crisis a hellion can't make worse.

2/2

12/12/2014 M
WAR • EN • **Isaac Jones**

Dreadhorde Arcanist 1



Creature — Zombie Wizard

Trample

Whenever Dreadhorde Arcanist attacks, you may cast target instant or sorcery card with converted mana cost less than or equal to Dreadhorde Arcanist's power from your graveyard without paying its mana cost. If that card would be put into your graveyard this turn, exile it instead.

1/3

12/12/2014 M
WAR • EN • **Isaac Jones**

Dreadhorde Twins 3



Creature — Zombie Jackal Warrior

When Dreadhorde Twins enters the battlefield, amass 2. (Put two +1/+1 counters on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)

Zombie tokens you control have trample.

2/2

12/12/2014 M
WAR • EN • **Isaac Jones**

Finale of Promise 2



Sorcery

You may cast up to one target instant card and/or up to one target sorcery card from your graveyard each with converted mana cost X or less without paying their mana costs. If a card cast this way would be put into your graveyard this turn, exile it instead. If X is 10 or more, copy each of those spells twice. You may choose new targets for the copies.

2/2

12/12/2014 M
WAR • EN • **Isaac Jones**

Goblin Assailant 1



Creature — Goblin Warrior

What he lacks in patience, intelligence, empathy, lucidity, hygiene, ability to follow orders, self-regard, and discernible skills, he makes up for in sheer chaotic violence.

2/2

12/12/2014 M
WAR • EN • **Isaac Jones**

Goblin Assault Team 3



Creature — Goblin Warrior

Haste

When Goblin Assault Team dies, put a +1/+1 counter on target creature you control.

Under the veneer of the various guilds, each goblin has the same basic need: to run screaming at the enemy and hit a bunch of stuff.

4/1

12/12/2014 M
WAR • EN • **Isaac Jones**

Grim Initiate 2



Creature — Zombie Warrior

First strike

When Grim Initiate dies, amass 1. (Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)

Beneath each gleaming mineral shell rots a once-proud warrior of Amonkhet.

1/1

12/12/2014 M
WAR • EN • **Isaac Jones**

Heartfire 1



Instant

As an additional cost to cast this spell, sacrifice a creature or planeswalker. Heartfire deals 4 damage to any target.

The mage looked within and realized there was still one piece of fuel to burn.

1/1

12/12/2014 M
WAR • EN • **Isaac Jones**

Honor the God-Pharaoh 2



Sorcery

As an additional cost to cast this spell, discard a card.

Draw two cards. Amass 1. (Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)

In life, they revered a diverse pantheon of gods. Now they revere only the God-Pharaoh.

1/1

12/12/2014 M
WAR • EN • **Isaac Jones**

Ilharg, the Raze-Boar 3 2



Legendary Creature — Boar God

Trample

Whenever Ilharg, the Raze-Boar attacks, you may put a creature card from your hand onto the battlefield tapped and attacking. Return that creature to your hand at the beginning of the next end step.

When Ilharg, the Raze-Boar dies or is put into exile from the battlefield, you may put it into its owner's library third from the top.

6/6

133. 204. 05
WALDEN • FEAR BURROWS

Invading Manticore 5 2



Creature — Zombie Manticore

When Invading Manticore enters the battlefield, amass 2. (Put two +1/+1 counters on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)

"Fall back! You are no match for this."
—Samut

4/5

133. 204. 05
WALDEN • HISS LIONS

Jaya, Venerated Firemage 4 2



Legendary Planeswalker — Jaya

If another red source you control would deal damage to a permanent or player, it deals that much damage plus 1 to that permanent or player instead.

Jaya, Venerated Firemage deals 2 damage to any target.

5

133. 204. 05
WALDEN • TORIASE LIONS

Jaya's Greeting 1 2



Instant

Jaya's Greeting deals 3 damage to target creature. Scry 1.

"We have visitors? Well, it'd be rude not to give them a traditional Keral Keep welcome."

1/2

133. 204. 05
WALDEN • VEIL OF MINDERS

Krenko, Tin Street Kingpin 2 2



Legendary Creature — Goblin

Whenever Krenko, Tin Street Kingpin attacks, put a +1/+1 counter on it, then create a number of 1/1 red Goblin creature tokens equal to Krenko's power.

"After the people flee, but before the enemy arrives—that's grabbin' time."

1/2

133. 204. 05
WALDEN • MUCK BLOOD

Mizzium Tank 1 2 2



Artifact — Vehicle

Trample

Whenever you cast a noncreature spell, Mizziium Tank becomes an artifact creature and gets +1/+1 until end of turn.

Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)

3/2

133. 204. 05
WALDEN • MUCK BURROWS

Nahiri's Stoneblades 1 2



Instant

Up to two target creatures each get +2/+0 until end of turn.

The ancient Planeswalkers Sorin and Nahiri battled across Ravnic, their blows cutting as deep as their grudge.

1/2

133. 204. 05
WALDEN • MUCK LIONS

Neheb, Dreadhorde Champion 2 2 2



Legendary Creature — Zombie Minotaur Warrior

Trample

Whenever Neheb, Dreadhorde Champion deals combat damage to a player or planeswalker, you may discard any number of cards. If you do, draw that many cards and add that much . Until end of turn, you don't lose this mana as steps and phases end.

5/4

133. 204. 05
WALDEN • MUCK BURROWS

Raging Kronch 2 2 2



Creature — Beast

Raging Kronch can't attack alone.

"Seeing so much easy prey makes her crazy. See how she snorts and drools?"
—Dhauz, kronch wrangler

4/3

133. 204. 05
WALDEN • MUCK BURROWS

Samu's Sprint 



Instant 

Target creature gets +2/+1 and gains haste until end of turn. Sry 1.

Samu's war was intensely personal. Every hour she faced enemies she once loved as friends and horrors she once revered as gods.

142/264 C
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Sarkhan the Masterless 



Legendary Planeswalker — Sarkhan 

Whenever a creature attacks you or a planeswalker you control, each Dragon you control deals 1 damage to that creature.

+1 — Until end of turn, each planeswalker you control becomes a 4/4 red Dragon creature and gains flying.

-3 — Create a 4/4 red Dragon creature token with flying.

5

142/264 R
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Sarkhan's Catharsis 



Instant 

Sarkhan's Catharsis deals 5 damage to target player or planeswalker.

"You once brought havoc to my home and ruined my mind. I'm here to return the favor, Bolas."

142/264 C
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Spellgorger Weird 



Creature — Weird 

Whenever you cast a noncreature spell, put a +1/+1 counter on Spellgorger Weird.

Freed from their respective labs, the two weirds formed a partnership, feeding on the arcane energies of war.

2/2

142/264 C
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Tibalt, Rakish Instigator 



Legendary Planeswalker — Tibalt 

Your opponents can't gain life.

-2 — Create a 1/1 red Devil creature token with "When this creature dies, it deals 1 damage to any target."

5

142/264 U
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Tibalt's Rager 



Creature — Devil 

When Tibalt's Rager dies, it deals 1 damage to any target.

1  Tibalt's Rager gets +2/+0 until end of turn.

"Find out whose that is. I like its energy!"
—Judith

1/2

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Turret Ogre 



Creature — Ogre Warrior 

Reach

When Turret Ogre enters the battlefield, if you control another creature with power 4 or greater, Turret Ogre deals 2 damage to each opponent.

Common Gruul career aspirations: berserker, shaman, catapult.

4/3

142/264 C
WAR-EN  © 2019 Wizards of the Coast

Arboreal Grazer 



Creature — Beast 

Reach

When Arboreal Grazer enters the battlefield, you may put a land card from your hand onto the battlefield tapped.

"We fight to stop a tyrant, but we also fight for the gentle creatures who have no concept of what befalls their world."
—Vivien Reid

0/3

142/264 C
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Arlinn, Voice of the Pack 



Legendary Planeswalker — Arlinn 

Each creature you control that's a Wolf or a Werewolf enters the battlefield with an additional +1/+1 counter on it.

-2 — Create a 2/2 green Wolf creature token.

7

142/264 U
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Arlinn's Wolf

2



Creature — Wolf

Arlinn's Wolf can't be blocked by creatures with power 2 or less.

"If you don't speak wolf, allow me to translate: 'One step closer and I'll rip out your throat.'"
—Arlinn Kord

3/2

152/264 C. Springtide ACE 9
WAK-FEN © Wizards of the Coast

Awakening of Vitu-Ghazi

3



Instant

Put nine +1/+1 counters on target land you control. It becomes a legendary 0/0 Elemental creature with haste named Vitu-Ghazi. It's still a land.

The Eternal armies advanced on Vitu-Ghazi. At Nissa's command, Vitu-Ghazi advanced on them.

152/264 B. Springtide ACE 9
WAK-FEN © Wizards of the Coast

Band Together

2



Instant

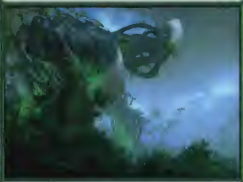
Up to two target creatures you control each deal damage equal to their power to another target creature.

In times of peril, the vision the ancient panths had for their city comes into focus.

152/264 C. Springtide ACE 9
WAK-FEN © Wizards of the Coast

Bloom Hulk

3



Creature — Plant Elemental

When Bloom Hulk enters the battlefield, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

"Tread upon these flower beds at your own peril."
—Emmara

4/4

152/264 C. Springtide ACE 9
WAK-FEN © Wizards of the Coast

Bond of Flourishing

1



Sorcery

Look at the top three cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in any order. You gain 3 life.

"We agree that life should flourish. We disagree on the optimal number of limbs."

152/264 U. Springtide ACE 9
WAK-FEN © Wizards of the Coast

Centaur Nurturer

3



Creature — Centaur Druid

When Centaur Nurturer enters the battlefield, you gain 3 life.

☞: Add one mana of any color.

"I call upon the vigor of the grasses, the hopes of the flowers, and the dreams of the trees."

2/4

152/264 C. Springtide ACE 9
WAK-FEN © Wizards of the Coast

Challenger Troll

4



Creature — Troll

Each creature you control with power 4 or greater can't be blocked by more than one creature.

For most, war is a calamity. For some, an opportunity. And for the very few, a pleasure.

6/5

152/264 U. Springtide ACE 9
WAK-FEN © Wizards of the Coast

Courage in Crisis

2



Sorcery

Put a +1/+1 counter on target creature, then proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

"Thanks to my father, I know how to fight. He also showed me why I must."

152/264 U. Springtide ACE 9
WAK-FEN © Wizards of the Coast

Evolution Sage

2



Creature — Elf Druid

Whenever a land enters the battlefield under your control, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

"To care for yourself, cultivate the world. To care for the world, cultivate yourself."

3/2

152/264 U. Springtide ACE 9
WAK-FEN © Wizards of the Coast

Finale of Devastation 



Sorcery 

Search your library and/or graveyard for a creature card with converted mana cost X or less and put it onto the battlefield. If you search your library this way, shuffle it. If X is 10 or more, creatures you control get +X/+X and gain haste until end of turn.

Some spells sing a quiet tune. Others roar.

182 / 284 M
WAR · EN · BILGAU MW

Forced Landing 



Instant 

Put target creature with flying on the bottom of its owner's library.

The druid knew only one spell, a charm to encourage rapid plant growth. When airborne Eternals invaded her arboretum, she had to get creative.

181 / 284 M
WAR · EN · STEVE YOUNG

Giant Growth 



Instant 

Target creature gets +3/+3 until end of turn.

*"Sometimes Mowu is content to gnaw on a bone. Sometimes he wants the whole skeleton."
—Jiang Yanggu*

182 / 284 M
WAR · EN · PHILIP DE WIL

God-Eternal Rhonas 



Legendary Creature — Zombie God 

Deathtouch
When God-Eternal Rhonas enters the battlefield, double the power of each other creature you control until end of turn. Those creatures gain vigilance until end of turn.

When God-Eternal Rhonas dies or is put into exile from the battlefield, you may put it into its owner's library third from the top.

5/5

184 / 284 M
WAR · EN · ERIC LARSON

Jiang Yanggu, Wildcrafter 



Legendary Planeswalker — Yanggu 

Each creature you control with a +1/+1 counter on it has "c: Add one mana of any color."

1 Put a +1/+1 counter on target creature.

3

184 / 284 M
WAR · EN · ANNA SCHUBERL

Kraul Stinger 



Creature — Insect Assassin 

Deathtouch
He listens to the sounds of battle filtering down from above, waiting for silence, waiting for his time to claim the streets.

2/2

183 / 284 M
WAR · EN · BLAKE YARLES

Kronch Wrangler 



Creature — Human Warrior 

Trample
Whenever a creature with power 4 or greater enters the battlefield under your control, put a +1/+1 counter on Kronch Wrangler.

Looking over two city blocks of destruction, he could only cackle with pride.

2/1

182 / 284 M
WAR · EN · STEVE PERRYOTT

Mowu, Loyal Companion 



Legendary Creature — Hound 

Trample, vigilance
If one or more +1/+1 counters would be put on Mowu, Loyal Companion, that many plus one +1/+1 counters are put on it instead.

Wherever Yanggu goes, Mowu follows—sometimes at his side, sometimes obscuring him from view entirely.

3/3

184 / 284 M
WAR · EN · ALBERTA THOMPSON

New Horizons 



Enchantment — Aura 

Enchant land
When New Horizons enters the battlefield, put a +1/+1 counter on target creature you control.

Enchanted land has "c: Add two mana of any one color."

182 / 284 M
WAR · EN · EYEN ZUKA

Nissa, Who Shakes the World 3 3 3

Legendary Planeswalker — Nissa

Whenever you tap a Forest for mana, add an additional .

+1 Put three +1/+1 counters on up to one target noncreature land you control. Untap it. It becomes a 0/0 Elemental creature with vigilance and haste that's still a land.

-6 You get an emblem with "Lands you control have indestructible." Search your library for any number of Forest cards, put them onto the battlefield tapped, then shuffle your library.

162/264 R
WAR-EN — COREY BAILEY

Nissa's Triumph

Sorcery

Search your library for up to two basic Forest cards. If you control a Nissa Planeswalker, instead search your library for up to three land cards. Reveal those cards, put them into your hand, then shuffle your library.

Her triumph came not from destroying the unnatural, but from fostering life.

172/264 C
WAR-EN — BRIAN VANDE

Paradise Druid

Creature — Elf Druid

Paradise Druid has hexproof as long as it's untapped. (It can't be the target of spells or abilities your opponents control.)

¶: Add one mana of any color.

"There are many kinds of duty, and mine is to see our world grow and endure."

2/1

174/264 U
WAR-EN — NELS BARN

Planewide Celebration

Sorcery

Choose four. You may choose the same mode more than once.

- Create a 2/2 Citizen creature token that's all colors.
- Return target permanent card from your graveyard to your hand.
- Proliferate.
- You gain 4 life.

172/264 B
WAR-EN — WENDY TAN

Pollenbright Druid

Creature — Elf Druid

When Pollenbright Druid enters the battlefield, choose one —

- Put a +1/+1 counter on target creature.
- Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

1/1

172/264 C
WAR-EN — MATT STEWART

Primordial Wurm

Creature — Wurm

Elite training, single-minded devotion, and lasotep coating help only so much for invaders who are fundamentally bite-sized.

7/6

174/264 C
WAR-EN — STEVEN YLLESEN

Return to Nature

Instant

Choose one —

- Destroy target artifact.
- Destroy target enchantment.
- Exile target card from a graveyard.

"Yes, nature is stronger. You don't see little buildings sprouting on trees."
— Enmara

174/264 C
WAR-EN — ALIENA DANIEL

Snarespinner

Creature — Spider

Reach

Whenever Snarespinner blocks a creature with flying, Snarespinner gets +2/+0 until end of turn.

"Let's lure the drakes to the webs over the Samok Stand. Keep the spiders content."
— Aurelia

1/3

174/264 C
WAR-EN — YEUNG-HO BAK

Steady Aim

Instant

Untap target creature. It gets +1/+4 and gains reach until end of turn.

The archer's heart broke seeing her compatriots die far below, but she held position until the enemy was in range.

172/264 C
WAR-EN — RAJESH HOSELY

Storm the Citadel 



Sorcery 

Until end of turn, creatures you control get +2/+2 and gain "Whenever this creature deals combat damage to a player or planeswalker, destroy target artifact or enchantment defending player controls."

*"If we die, we die. But we cannot let him win."
—Ajani Goldmane*

176/284 U Spotlight Act III
WAR-EN — Emotional Return

Thundering Ceratok 



Creature — Rhino 

Trample

When Thundering Ceratok enters the battlefield, other creatures you control gain trample until end of turn.

*"I thought this was a civilized plane. How are there so many feral beasts?"
—Dovin Baan*

4/5

178/284 C
WAR-EN — Journey

Vivien, Champion of the Wilds 



Legendary Planeswalker — Vivien 

You may cast creature spells as though they had flash.

+1 Until your next turn, up to one target creature gains vigilance and reach.

-2 Look at the top three cards of your library. Exile one face down and put the rest on the bottom of your library in any order. For as long as it remains exiled, you may look at that card and you may cast it if it's a creature card.

4

182/284 R
WAR-EN — Magical Mystery

Vivien's Arkbow 



Legendary Artifact 

X, ♣, Discard a card: Look at the top X cards of your library. You may put a creature card with converted mana cost X or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.

181/284 R
WAR-EN — Zak & Neeka

Vivien's Grizzly 



Creature — Bear Spirit 

3 ♣: Look at the top card of your library. If it's a creature or planeswalker card, you may reveal it and put it into your hand. If you don't put the card into your hand, put it on the bottom of your library.

2/3

187/284 C
WAR-EN — Into Legend

Wardscale Crocodile 



Creature — Crocodile 

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

"The Eternals had to endure Amonkhet's five trials. Let's see if they can pass the Trial of Ravnic."

—Jace Beleren

5/3

182/284 C
WAR-EN — Zimmo Cakes

Ajani, the Greathearted 



Legendary Planeswalker — Ajani 

Creatures you control have vigilance.

+1 You gain 3 life.

-2 Put a +1/+1 counter on each creature you control and a loyalty counter on each other planeswalker you control.

5

186/284 R
WAR-EN — You Are Always Mine!

Angrath's Rampage 



Sorcery 

Choose one —

- Target player sacrifices an artifact.
- Target player sacrifices a creature.
- Target player sacrifices a planeswalker.

"Grand city? No. This is nothing but another squalid cage."

185/284 U
WAR-EN — Beyond Allies! Misery!

Bioessence Hydra 



Creature — Hydra Mutant 

Trample

Bioessence Hydra enters the battlefield with a +1/+1 counter on it for each loyalty counter on planeswalkers you control.

Whenever one or more loyalty counters are put on planeswalkers you control, put that many +1/+1 counters on Bioessence Hydra.

4/4

182/284 R
WAR-EN — Magical Mystery

Casualties of War

Sorcery

Choose one or more —

- Destroy target artifact.
- Destroy target enchantment.
- Destroy target land.
- Destroy target planeswalker.

187/284 R
WAR-EN — JAMES RAYMOND

Cruel Celebrant

Creature — Vampire

Whenever Cruel Celebrant or another creature or planeswalker you control dies, each opponent loses 1 life and you gain 1 life.

"Whichever side wins, I'm sure the banquet will be superb."

1/2

187/284 U
WAR-EN — BARRY L. BURTON

Deathspout

Instant

Destroy target creature. Search your library for a basic land card, put it onto the battlefield tapped, then shuffle your library.

"They say nothing lasts forever. I say everything lasts forever, just not in the form you may be accustomed to."
—Vraska

187/284 U
WAR-EN — SEE M. KAMON

Despark

Instant

Exile target permanent with converted mana cost 4 or greater.

Liliana whispered to whatever consciousness Oketra and Bontu had left. "You are the gods. He is the usurper. You know what to do."

187/284 U
WAR-EN — TAYLOR MAYER

Domri, Anarch of Bolas

Legendary Planeswalker — Domri

Creatures you control get +1/+0.

+1: Add or . Creature spells you cast this turn can't be countered.

-2: Target creature you control fights target creature you don't control.

3

187/284 R
WAR-EN — RAYMOND SWANSON

Domri's Ambush

Sorcery

Put a +1/+1 counter on target creature you control. Then that creature deals damage equal to its power to target creature or planeswalker you don't control.

"When civilization teeters on the brink, I'll be there to kick it the rest of the way."

187/284 U
WAR-EN — YVES ROUSSEAU

Dovin's Veto

Instant

This spell can't be countered. Counter target noncreature spell.

"I see you've learned nothing, Chandra. You'll still put a match to something rather than understand it."

187/284 U
WAR-EN — JEFF

Dreadhorde Butcher

Creature — Zombie Warrior

Haste

Whenever Dreadhorde Butcher deals combat damage to a player or planeswalker, put a +1/+1 counter on Dreadhorde Butcher. When Dreadhorde Butcher dies, it deals damage equal to its power to any target.

1/1

187/284 R
WAR-EN — PHILIP BUCK

Elite Guardmage

Creature — Human Wizard

Flying

When Elite Guardmage enters the battlefield, you gain 3 life and draw a card.

"Be careful. You'll have more than Dovin to contend with if you hope to breach New Prazio."
—Lavinia, to Chandra Nalaar

2/3

187/284 U
WAR-EN — PHILIP BUCK

Enter the God-Eternals 2 4 4 3

Sorcery

Enter the God-Eternals deals 4 damage to target creature and you gain life equal to the damage dealt this way. Target player puts the top four cards of their library into their graveyard. Amass 4. (Put four +1/+1 counters on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)

182/284 U Spoofing Act II
WAR • EN • **DAVID LEVINE** Illustration by MATHIAS PEREZ
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Feather, the Redeemed 3 3 3

Legendary Creature — Angel

Flying

Whenever you cast an instant or sorcery spell that targets a creature you control, exile that card instead of putting it into your graveyard as it resolves. If you do, return it to your hand at the beginning of the next end step.

187/288 U
WAR • EN • **MYKE BETHUNE** Illustration by MATHIAS PEREZ
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Gleaming Overseer 1 0 3

Creature — Zombie Wizard

When Gleaming Overseer enters the battlefield, amass 1. (Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.) Zombie tokens you control have hexproof and menace.

182/284 U
WAR • EN • **YOLEAN BACA** Illustration by MATHIAS PEREZ
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Heartwarming Redemption 2 2 3

Instant

Discard all the cards in your hand, then draw that many cards plus one. You gain life equal to the number of cards in your hand.

Kythoon had knoten war every day of his life. Now he finally knew peace.

162/284 U Spoofing Act II
WAR • EN • **HOWARD ESTER** Illustration by MATHIAS PEREZ
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Huatli's Raptor 3 3 3

Creature — Dinosaur

Vigilance

When Huatli's Raptor enters the battlefield, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

The essence of Ixalan was never far from Huatli's heart.

200/284 U
WAR • EN • **RAJESH YADAV** Illustration by MATHIAS PEREZ
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Invalidate the City 1 0 3

Sorcery

Amass X, where X is the number of instant and sorcery cards in your graveyard. (Put X +1/+1 counters on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)

Death greeted the world with a roar of desert air.

201/284 U
WAR • EN • **SONIC CHOI** Illustration by MATHIAS PEREZ
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Leyline Prowler 1 0 3

Creature — Nightmare Beast

Deathtouch, lifelink

☞: Add one mana of any color.

It feeds on the dark energies that course through the deep world—and on any other creature lured by the leyline's pull.

202/284 U
WAR • EN • **TW TENC** Illustration by MATHIAS PEREZ
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Living Twister 2 2 3

Creature — Elemental

1 ☞: Discard a land card; Living Twister deals 2 damage to any target.

☞: Return a tapped land you control to its owner's hand.

*"The ancient places of Ravnicia awaken, stirred by the hoofbeats of Ilharg!"
—Nikyra of the Old Ways*

203/284 U
WAR • EN • **JAMES PAX** Illustration by MATHIAS PEREZ
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Mayhem Devil 1 0 3

Creature — Devil

Whenever a player sacrifices a permanent, Mayhem Devil deals 1 damage to any target.

Despite their stake in the city's survival, Rakdos cultists are loath to pass up any opportunity to sow chaos.

204/284 U
WAR • EN • **DUSTY BISHOP** Illustration by MATHIAS PEREZ
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Merfolk Skydiver 2 1



Creature — Merfolk Mutant 1

Flying

When Merfolk Skydiver enters the battlefield, put a +1/+1 counter on target creature you control.

3 ♣ ♠: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

1/1

202/264 U
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Neoform 2 1



Sorcery 1

As an additional cost to cast this spell, sacrifice a creature.

Search your library for a creature card with converted mana cost equal to 1 plus the sacrificed creature's converted mana cost, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle your library.

202/264 U
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Nicol Bolas, Dragon-God 4 4 4 4 4



Legendary Planeswalker — Bolas 1

Nicol Bolas, Dragon-God has all loyalty abilities of all other planeswalkers on the battlefield.

+1: You draw a card. Each opponent exiles a card from their hand or a permanent they control.

-3: Destroy target creature or planeswalker.

-8: Each opponent who doesn't control a legendary creature or planeswalker loses the game.

307/264 H
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Niv-Mizzet Reborn 2 2 2 2 2



Legendary Creature — Dragon Avatar 1

Flying

When Niv-Mizzet Reborn enters the battlefield, reveal the top ten cards of your library. For each color pair, choose a card that's exactly those colors from among them. Put the chosen cards into your hand and the rest on the bottom of your library in a random order.

6/6

206/264 H
WAR • EN • EASTON SETHLOND ™ & © 2015 Wizards of the Coast

Oath of Kaya 1 1 1



Legendary Enchantment 1

When Oath of Kaya enters the battlefield, it deals 3 damage to any target and you gain 3 life.

Whenever an opponent attacks a planeswalker you control with one or more creatures, Oath of Kaya deals 2 damage to that player and you gain 2 life.

"So everyone gets what they truly deserve, I will keep watch."

209/264 H
WAR • EN • WISLEY BERRY ™ & © 2015 Wizards of the Coast

Pledge of Unity 1 1 1



Instant 1

Put a +1/+1 counter on each creature you control. You gain 1 life for each creature you control.

"No one hero will save this day. Today we must all be heroes."
—Gideon Jura

310/264 U
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Ral, Storm Conduit 2 2 2



Legendary Planeswalker — Ral 1

Whenever you cast or copy an instant or sorcery spell, Ral, Storm Conduit deals 1 damage to target opponent or planeswalker.

+2: Scry 1.

-2: When you cast your next instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.

4

212/264 H
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Ral's Outburst 2 2 2



Instant 1

Ral's Outburst deals 3 damage to any target. Look at the top two cards of your library. Put one of them into your hand and the other into your graveyard.

"Time to find the melting point of lazotep."
—Ral Zarek

212/264 U
WAR • EN • STEVEN YELKIN ™ & © 2015 Wizards of the Coast

Roalesk, Apex Hybrid 2 2 2 2 2



Legendary Creature — Human Mutant 1

Flying, trample

When Roalesk, Apex Hybrid enters the battlefield, put two +1/+1 counters on another target creature you control.

When Roalesk dies, proliferate, then proliferate again. (Choose any number of permanents and/or players, then give each another counter of each kind already there. Then do it again.)

4/5

212/264 H
WAR • EN • STEVEN YELKIN ™ & © 2015 Wizards of the Coast

Role Reversal 



Sorcery 

Exchange control of two target permanents that share a permanent type.

Uthlon the Wise scandalized sphinx society, hooting the answers to riddles as he rampaged through Tin Street. Grangle, on the other hand, sat for hours, deep in thought, largely ignored by fellow goblins.

217/284 R
WAR • EN •                                           

Time Wipe 



Sorcery 

Return a creature you control to its owner's hand, then destroy all creatures.

"To comprehend the full answer requires years of temporal study. In short, they were now never born in the first place."
—Teferi

224/284 R
WAR • EN • No-Spellburn
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Tolsimir, Friend to Wolves 



Legendary Creature — Elf Scout 

When Tolsimir, Friend to Wolves enters the battlefield, create Voja, Friend to Elves, a legendary 3/3 green and white Wolf creature token.

Whenever a Wolf enters the battlefield under your control, you gain 3 life and that creature fights up to one target creature you don't control.

3/3

224/284 R
WAR • EN • No-Spellburn
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Tyrant's Scorn 



Instant 

Choose one —

- Destroy target creature with converted mana cost 3 or less.
- Return target creature to its owner's hand.

"The hero with the magic sword slays the dragon? Not this time."
—Nicol Bolas

225/284 U
WAR • EN • No-Spellburn
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Widespread Brutality 



Sorcery 

Amass 2, then the Army you amassed deals damage equal to its power to each non-Army creature. *(To amass 2, put two +1/+1 counters on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

227/284 R
WAR • EN • No-Spellburn
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Angrath, Captain of Chaos 



Legendary Planeswalker — Angrath 

Creatures you control have menace.

-2 : Amass 2. *(Put two +1/+1 counters on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

5

227/284 U
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Ashiok, Dream Render 



Legendary Planeswalker — Ashiok 

Spells and abilities your opponents control can't cause their controller to search their library.

-1 : Target player puts the top four cards of their library into their graveyard. Then exile each opponent's graveyard.

5

228/284 U
WAR • EN • No-Spellburn
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Dovin, Hand of Control 



Legendary Planeswalker — Dovin 

Artifact, instant, and sorcery spells your opponents cast cost 1 more to cast.

-1 : Until your next turn, prevent all damage that would be dealt to and dealt by target permanent an opponent controls.

5

228/284 U
WAR • EN • No-Spellburn
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Huatli, the Sun's Heart 



Legendary Planeswalker — Huatli 

Each creature you control assigns combat damage equal to its toughness rather than its power.

You gain life equal to the greatest toughness among creatures you control.

-3 : Exile target creature.

7

230/284 U
WAR • EN • No-Spellburn
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Kaya, Bane of the Dead 



Legendary Planeswalker — Kaya 

Your opponents and permanents your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

-3 : Exile target creature.

7

231/284 U
WAR • EN • No-Spellburn
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Mana Geode 3



Artifact

When Mana Geode enters the battlefield, scry 1.

☞: Add one mana of any color.

"I don't care if it's an all-powerful relic or a street vendor's lucky charm. If it brings you courage, wear it."
—Saheeli Rai

245/264 C
WAR • EN • James Wyatt

Prismite 2



Artifact Creature — Golem

2: Add one mana of any color.

It didn't budge when the portal opened, nor when the ancient gods emerged. It came to life only when all ten guilds came together to face a common threat.

2/1

245/264 C
WAR • EN • Malya Dumar

Saheeli's Silverwing 4



Artifact Creature — Drake

Flying

When Saheeli's Silverwing enters the battlefield, look at the top card of target opponent's library.

"Track the source of those thopters," Saheeli told her creation. "And feel free to snack on as many as you want."

2/3

245/264 C
WAR • EN • James Engelage

Blast Zone



Land

Blast Zone enters the battlefield with a charge counter on it.

☞: Add ☞.

X X, ☞: Put X charge counters on Blast Zone.

3, ☞: Sacrifice Blast Zone: Destroy each nonland permanent with converted mana cost equal to the number of charge counters on Blast Zone.

245/264 B
WAR • EN • Leah Olszewski

Emergence Zone



Land

☞: Add ☞.

1, ☞: Sacrifice Emergence Zone: You may cast spells this turn as though they had flash.

The Planar Bridge opened over the Chamber of the Guildpact, reducing the symbol of Ravnica's endurance to rubble.

245/264 U
WAR • EN • Scotty Apelt

Gateway Plaza



Land — Gate

Gateway Plaza enters the battlefield tapped.

When Gateway Plaza enters the battlefield, sacrifice it unless you pay 1.

☞: Add one mana of any color.

Guild leaders focused their magic on the portal scar. Where the Chamber perished, a parson could be reborn.

245/264 C
WAR • EN • Steve Linn

Interplanar Beacon



Land

Whenever you cast a planeswalker spell, you gain 1 life.

☞: Add ☞.

1, ☞: Add two mana of different colors. Spend this mana only to cast planeswalker spells.

245/264 U
WAR • EN • Jason Poretsky

Karn's Bastion



Land

☞: Add ☞.

4, ☞: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

"I can't protect everyone here. But those I can, I will."
—Karn

245/264 B
WAR • EN • Jason Poretsky

Mobilized District



Land

☞: Add ☞.

4: Mobilized District becomes a 3/3 Citizen creature with vigilance until end of turn. It's still a land. This ability costs 1 less to activate for each legendary creature and planeswalker you control.

Sometimes the strongest weapon you can hold in your hand is another hand.

245/264 R
WAR • EN • Ryan Embury





Mountain

Basic Land — Mountain



289/284 L
WAB • EN • ILLUS LANTIER



Mountain

Basic Land — Mountain



280/284 L
WAB • EN • ANNE POZZETTI



Mountain

Basic Land — Mountain



267/264 L
WAB • EN • EDUARDO MORALES



Forest

Basic Land — Forest



282/284 L
WAB • EN • ISMAEL DE SO



Forest

Basic Land — Forest



283/284 L
WAB • EN • TRISTAN LANTIER



Forest

Basic Land — Forest



284/284 L
WAB • EN • RICHARD WAGNET



Cards numbered 265 to 274 are exclusive to the Planeswalker Decks®. These cards are legal for tournament play in any format that includes *War of the Spark*.

Gideon, the Oathsworn   

Legendary Planeswalker – Gideon 

Whenever you attack with two or more non-Gideon creatures, put a +1/+1 counter on each of those creatures.

Each end of turn, Gideon, the Oathsworn becomes a 5/5 white Soldier creature that's still a planeswalker. Prevent all damage that would be dealt to him this turn. *(He can't attack if he isn't out this turn.)*

3  **1**  **9** 

262/264 M
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Desperate Lunge   

Instant 

Target creature gets +2/+2 and gains flying until end of turn. You gain 2 life.

Ravnica held its breath as the hero of the resistance—their last hope—flew through the sky, his dark sword ready to strike a god.

263/264 C
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Gideon's Battle Cry   

Sorcery 

Put a +1/+1 counter on each creature you control. You may search your library and/or graveyard for a card named Gideon, the Oathsworn, reveal it, and put it into your hand. If you search your library this way, shuffle it.

"Break their formation! Thin their ranks! I'm right behind you!"

267/264 R
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Gideon's Company   

Creature – Human Soldier 

Whenever you gain life, put two +1/+1 counters on Gideon's Company.



Card 275 is a Buy-a-Box promo that doesn't appear in booster packs. It's legal for tournament play in any format that includes *War of the Spark*.



CAN'T TALK NOW,
I'M LATE FOR
FRIDAY NIGHT MAGIC!



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